CLAIMS:

1.   A method of playing multimedia frames comprised in a encoded digital data stream (IS) on a computer running a multitasking operating system, said method comprising the steps of:

−   audio decoding and rendering (DR), to decode (ADEC) an audio stream (AS) contained
5   in the encoded digital data stream and to render (AREN) the decoded audio frames (AF) provided by the decoding,

−   decoding (DEC) at least one video stream (VS) contained in the encoded digital data stream, to supply decoded video frames (VF) to a video buffer (BUF), and

−   rendering (REN) the decoded video frames stored in the video buffer,
10 characterized in that said method comprises a scheduling step (SCH) for registering the previous steps, assigning a target time to said steps, and controlling the execution of the steps as a function of the target time.

2.   A method of playing multimedia frames as claimed in claim 1, characterized
15 in that the scheduling step (SCH) is adapted to control the execution of the video rendering step (REN) by skipping the rendering of video frames as a function of the target time.

3.   A method of playing multimedia frames as claimed in claim 1 or 2, characterized in that the scheduling step (SCH) is adapted to control the execution of the
20 video decoding step (DEC) by stopping the decoding at a given video frame and resuming it at a following video frame as a function of the target time.

4.   A method of playing multimedia frames as claimed in claim 3, characterized in that the video decoding step (DEC) comprises a sub-step of freezing the last video frames
25 stored in the video buffer (BUF) until the target time corresponding to a random access point in the encoded digital data stream (IS) is reached.

5.   A method of playing multimedia frames as claimed in claim 1 or 3, characterized in that the scheduling step (SCH) is adapted to control the execution of the

audio decoding and rendering step (DR) by skipping the audio decoding at a given audio frame and resuming it at a following audio frame as a function of the target time.

6.   A method of playing multimedia frames as claimed in claim 5, characterized

5   in that the audio decoding and rendering step (DR) comprises a sub-step of filtering (FIL) the decoded audio frames (AF) to remove noise at a beginning and end of a silence resulting from skipping of the audio decoding.

7.   A computer program product for a set-top-box comprising a set of instructions

10   which, when loaded into said set top box, causes the set-top-box to carry out the method as claimed in claims 1 to 6.

8.   A computer program product for a computer comprising a set of instructions which, when loaded into said computer, causes the computer to carry out the method as

15   claimed in claims 1 to 6.